

Claims

What is claimed is:

1. A method of using predictive command input in a virtual space, comprising:
 - executing an application;
 - communicating an application state;
 - receiving a command in response to said application state;
 - conveying one of a plurality of predetermined instructions;
 - changing said application state according to said conveyed predetermined instruction; and
 - communicating said changed application state wherein said predetermined instructions are conveyed by voice.
2. The method of Claim 1, further comprising the step of manifesting said changed application using voice generation.
3. The method of Claim 1, wherein said application state is communicated from a mobile station.
4. The method of Claim 1, wherein said application state is received from a base station.
5. The method of Claim 1, wherein said application is executed using a game center software application.

1 6. The method of Claim 1, wherein said application is executed using a game
2 center software application running on a server.

1 7. The method of Claim 1, wherein said application is executed using a game
2 center software application running on a server configured to
3 communicate with a base station.

1 8. The method of Claim 1, wherein said instructions are predetermined
2 according to said application state.

1 9. The method of Claim 1, wherein said predetermined instruction is conveyed
2 to a game center software application executing a game.

1 10. The method of Claim 1, wherein said changed application state is
2 communicated to a mobile station.

Sub. at 11. A wireless application mobile station, comprising:

2 a mobile station which includes a transceiver and a controller; and
3 an interactive voice response unit connected to said controller said
4 interactive voice response unit configured to interpret and
5 synthesize voice commands;

6 wherein said mobile station is configured to communicate an application
7 state, receive a command in response to said application
8 state, and convey a predetermined instruction to a server and
9 said server is configured to change said application state
10 according to said instruction and said server is configured to
11 communicate said changed application state to said mobile
12 station.

1 12. The wireless application mobile station of Claim 11, further comprising a
2 telecommunications network.

1 13. The wireless application mobile station of Claim 11, further comprising a
2 telecommunications network wherein said base station is
3 connected to said telecommunications network and a voice
4 command is converted to said predetermined instruction by said
5 interactive voice response unit and communicated to said server
6 across said telecommunications network.

1 14.The wireless application mobile station of Claim 11, wherein said changed
2 application state is communicated by said mobile station using a
3 menu and a voice command recognized by said interactive voice
4 response unit causes said predetermined instruction to be
5 conveyed.

1 15.The wireless application mobile station of Claim 11, wherein said changed
2 application state is communicated by said mobile station using
3 voice synthesis via said interactive voice response unit.

1 16.The wireless application mobile station of Claim 11, wherein a change in
2 said application state corresponds to an application stage.

Sub. 22 17. A wireless application system, comprising:

2 a mobile station which includes a transceiver and a controller;
3 a base station which includes a transceiver wherein said base station and
4 said mobile station communicate with each other using said
5 transceivers; and
6 a server configured to run a game center software application wherein
7 said base station is adapted to communicate with said game
8 center software application and said game center software
9 application is configured to execute an application;
10 wherein said mobile station is configured to communicate an application
11 state, receive a command in response to said application
12 state, and convey a predetermined instruction to said server
13 and said server is configured to change said application state
14 according to said instruction and said server is configured to
15 communicate said changed application state to said mobile
16 station and said mobile station, said base station, said server,
17 and said game center software application are configured to
18 support interactive voice communication between said first
19 mobile station a second mobile station and said game center
20 software application

1 18. The wireless application system of Claim 17, further comprising an
2 interactive voice response unit connected to said server said
3 interactive voice response unit configured to interpret and
4 synthesize voice commands.

1 19.The wireless application system of Claim 17, further comprising an
2 interactive voice response unit connected to said controller said
3 interactive voice response unit configured to interpret and
4 synthesize voice commands.

1 20.The wireless application system of Claim 17, further comprising a
2 telecommunications network.

1 21.The wireless application system of Claim 17, further comprising a
2 telecommunications network wherein said base station is
3 connected to said telecommunications network and a voice
4 command is converted to said predetermined instruction by said
5 interactive voice response.

1 22.The wireless application system of Claim 17, wherein said changed
2 application state is communicated by said mobile station using a
3 menu and a voice command recognized by said interactive voice
4 response unit causes said predetermined instruction to be
5 conveyed.

1 ¹²23.The wireless application system of Claim ^{17, 4} wherein said changed
2 application state is communicated by said mobile station using
3 voice synthesis via said interactive voice response unit.

1 ¹²24.The wireless application system of Claim 17, further comprising a gateway
2 wherein said base station communicates with said game center
3 software application using said gateway.

